Spectral Souls™

Resurrection of the Ethereal Empires

TEEN
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CONTENT RATED BY ESRB

NIS America

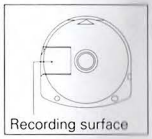
For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

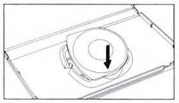
Health precautions

• When operating the unit, play in a well-lit room and keep a safe distance from the screen. • Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play. • Do not use the console when you are tired or short of sleep. • When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor. • Lightheadedness, nausea, or a sensation similar to motion sickness. • Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

Use and handling precautions

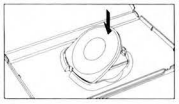
• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. • Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.


Recording surface



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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Story

In another time, another dimension, exists the world of Neverland. A world where demons and humans battle for supremacy of the land.

Human towns and villages ransacked and burned to the ground by Demon troops. Violent uprisings and calls for the wholesale slaughter of all Demons.

Thus began the conflict that came to be known as the "Seven Years War".

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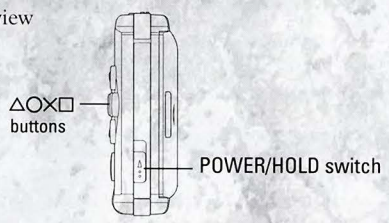
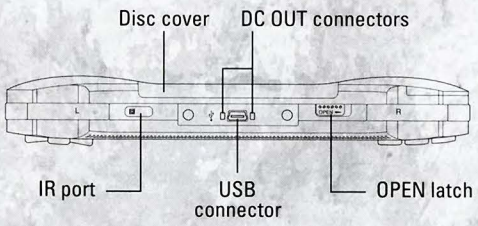
Setting Up

Right side view



Front view



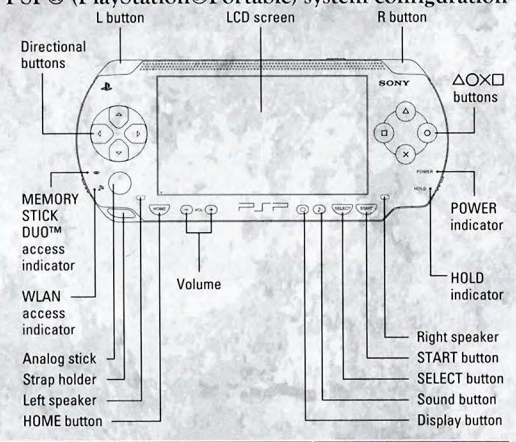
Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT SPECTRAL SOULS disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ≈ button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD™ while it is playing.

Memory Stick Duo™
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

PSP® (PlayStation®Portable) system configuration



Button	World & Town Map	Battle
Directional buttons	Highlight Menu Move cursor/Character	Move cursor
○ button	Cancel Exit area map	Cancel commands Free move (move cursor freely in battle)
× button	Advance text/Select Converse (Town) Enter buildings (Town)	Select/Show commands /Status
□ button	Preview shop items View character Check skill ingredients	Show HP/AP
△ button	View Main Menu View status (Town)	Show detailed turn order Show item/skill info
R button	Switch pages/categories	Hold
L button	Switch pages/categories	
START button	Skip dialogue	Show options
SELECT button	Toggle mini map ON/OFF	Tilt camera
Analog stick	Move cursor/character Highlight menu	Turn the map (Right:Clockwise, Left:Counter-clockwise) Size of the map (Up:Zoom in, Down:Zoom out)

Characters

There are three world powers in the game, and the story progresses by moving each army forward through battle.

Reformed Simba Empire

The human resistance opposed to demon rule. Humans from all across the world have joined up to fight.

Naiz

A young man who joins the battle in order to find out the truth about the war. He is quiet and determined, and has a strong sense of justice.

Leila

The highest-ranking female in the entire Simba Army. Ankrauser saved her from an attack on her village, and later taught her the art of war. She is now an excellent Simba commander.

Valsung Hanaland

The grandson of Kei Hanaland, the founder of the first Simba Empire. He is highly ambitious, and believes he is the true successor of the Simba Empire.

Imperial Neverland Army

The demons that control Neverland. Their assaults on human villages began the current hostilities.

Anderson

A commander serving under Siegfried. His quick and accurate decisions on the battlefield make him an ideal leader.

Roze

The half-human, half-demon leader of the Demon Army. She believes that one day, peace can be restored in all of Neverland through diplomacy.

Hillo

Also known as the Exploding Godhand, she is Overlord Janus's daughter. She returned just as the war broke out.

Rozess Liberation Army

Underestimated by the others, they want to find a path to peace that allows everyone the freedom they deserve.

Yen

A young warrior scouring the land for greater challenges. Hearing that an old friend joined the Rozess force, he joins the army himself.

Yunellia

Meu's former teacher and supervisor at the military school of Varanoire. She is easily one of the top military minds in all of Neverland.

Meu

An energetic girl who dreams of becoming a famous hero. She may seem like a tomboy, but if it weren't for her, the Rozess Army wouldn't even exist.

Starting the Game

At the title screen, choose either "New Game" or "Continue" using the Directional buttons or analog stick, then press the ✕ button to select.

New Game
Start game from beginning.

Continue
Load game from save file.

New Game

Select **New Game** to start the game from the beginning.

Continue

Select **Continue** to load a save file and continue a previous game. Make sure you have a Memory Stick Duo or Memory Stick PRO Duo inserted before attempting to load a save file.

★To save, you must have more than 832KB of empty space in your "Memory Stick Duo" or "Memory Stick PRO Duo"

Attention!!
DO NOT remove the Memory Stick Duo or Memory Stick PRO Duo, or power off the system while saving or loading.

Game Flow

The Beginning

When you start a new game, you will witness an opening event.

World Map

After your first battle, you will go to the World Map screen. Move to the point in red to progress the story.

★The points shown in red belong to the army you're currently controlling.

Area Map

Along with the World Map there is the Area Map, where most events and battles occur. These areas sometimes give access to smaller maps, such as castles.

★Press the ○ button on an Area Map to return to the previous map

Town

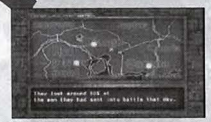
Towns contain 3 facilities; the Item Shop, the Workshop, and the Guild. Enter a building by pressing the ✕ Button near the door for that building.

★See pg. 16 for more info on each facility

Battle

Battles are won by achieving the Victory Condition listed at the start of each battle. In successive maps, you can't return to the World Map until you finish the entire map and fulfill all conditions.

Historical Moment



After clearing a certain number of events, a Historical Moment will appear. Which army you use to clear this will affect the historical outcome.

★See pg. 13 for more info

World & Area Map

Main Menu

Press the △ button on the world map to bring up the Main Menu.

- ◆Move (pg.8)
- ◆Status (pg.8)
- ◆Change Army (pg.13)
- ◆Tutorials (pg.13)
- ◆Mastery List (pg.13)
- ◆Titles (pg.13)
- ◆Synthesis (pg.13)
- ◆Reference (pg.13)
- ◆Chronology (pg.14)
- ◆Settings (pg.14)
- ◆Battle Log (pg.14)

Move

★Point colors correspond to the armies listed below

Select Move to see a list of areas to which you can move. Highlight a name and press the ✕ button to move there. Available areas will change depending on which army you control. Check the color code of an area before moving.

Red Simba Army
Blue Neverland Army
Yellow Rozess Army

Status

Select this to display a complete list of characters, then use the direcional button or the L/R buttons to select the character to view.

★Select a character and use the directional button to view detailed stats. Switch characters using the L/R buttons.

Status

Proficiency Levels

Skill Screen

Press the △ button while on the Status screen to display the menus below:

Item	Allows you to change equipment and use items.
Set Skill	Allows you to set or change normal skills.
Set Auto Skill	Allows you to set or change auto skills.
Arrange Units	Allows you to change the order of your units.

From the Status screen, select a character and press the ✕ button for character details.

Status Details

STR	The higher this is, the more damage physical attacks do.
VIT	The higher this is, the less damage taken from attacks. It also affects HP increase at each level-up.
AGL	The higher this is, the sooner you can act. It also affects accuracy and evasion rates.
INT	The higher this is, the more damage magical attacks do. It also affects the success of status-altering attacks and evasion.
LUK	The higher this is, the more likely enemies will drop items. It also raises your resistance to status-altering attacks.
ATK	The sum of your natural stats and equipment bonuses. This reflects physical damage.
DEF	The sum of your natural stats and equipment bonuses. This reflects physical defense.
HIT	The sum of your natural stats and equipment bonuses. This reflects attack accuracy.
AVD	The sum of your natural stats and equipment bonuses. This reflects evasion ability.
MAG	The sum of your natural stats and equipment bonuses. This reflects magic damage.
RST	The sum of your natural stats and equipment bonuses. This reflects magic defense.

Proficiency

This displays what types and level of skills a character can use. The higher the level, the more powerful and effective the skill will be. Using a skill earns it experience, and it will eventually level up.

Skill Screen

A list of equippable skills

Unit Slot

Slots belonging to the unit. Class change may add a slot, but this number is fixed for the most part.

Weapon Slot

Slots in a given weapon. Each weapon has its own number and type of slots.

Auto Skill

Auto skills available for defensive gear and accessories.

Innate Skill

Skills inherent to each character. These may change during a Class Change.

★If you press the □ button on the Skills screen, skill details will appear.

From the Status screen, select a character and press the △ button to bring up the following menu.

- ◆Item (pg.10)
- ◆Set Skill (pg.12)
- ◆Set Auto Skill (pg.12)
- ◆Arrange Units (pg.12)

Item

◆ Equip ◆

Select **Equip** to go to the equipment menu. Choose the type of equipment to change to see the available items. Highlight the item you wish to equip and press the ✕ button to equip it.

★Increased stats are red, decreased stats are blue.

★Press the △ button to check the item details.

★When you change equipment, Skills and Auto Skills set to that item will be automatically removed.

◆ Use ◆

Select **Use** to see a list of usable items. Choose which item to use and press the ✕ button to use it on the selected character.

◆ List ◆

View a list of items you've found throughout the game. A table will appear that you can navigate using the L/R buttons. Use the Directional button left/right to turn the page, and up/down to highlight an item, then press the △ button to view details about that item. You can also discard items by pressing the ✕ button.

★Discarding an item will eliminate it completely, no matter how many you have.

★The max limit varies per item.

★Each army can carry up to 500 different items.

★Each army can carry up to 500 different skills.

★You will lose any item after reaching your single or total item max.

★This does not include equipment.

★Sort the items by pressing the START button.

Set Skill

★You can't use commands like Attack or Heal in battle without first setting those skills.

Select **Set Skill** to open the Skill menu. Each slot has a Skill Type and Rank. You can't set a skill in a slot of different type or lower rank than the skill itself.

1. Slot info: The icon indicates its Skill Type, while the number indicates its Rank.
2. The Rank and name of the set skill.

Select the desired slot to display a list of available skills, then select the skill and press the ✕ button to set it.

★If you don't set skills in unit slots, you'll be unable to act in battle.

Set Auto Skill

Auto skills bestow effects automatically once you set them. They can be set in any free slot on equipment or accessories. After selecting an empty slot, select an **Auto Skill** from the menu that appears.

Arrange Units

Choose from "**Number**", "**Level**", or "**Manual**".

Number	The units will be organized according to their unit numbers, which are assigned automatically. Select again to reverse the order.
Level	The units will be organized according to their level, highest to lowest. Select again to reverse the order.
Manual	The units will be organized according to you. Select a character, then select another to make them trade places.

The character you chose first, and...

The one you choose next will change places.

Change Army

Select **Change Army** to see a list of available forces to command. You can select a new force at any time on the World or Area Map.

★Each army keeps track of its own items, characters, and locations.

Tutorials

Here you will find a number of guides that explain various game functions (battles, town facilities, etc.)

Mastery List, Titles, Synthesis, & Reference

Mastery List	The necessary combos for Chain Skills and Special Chain Skills are listed here. ★See pg.28 for more.
Titles	Titles will be unlocked after meeting certain requirements, such as defeating specific enemies.
Synthesis	Here you'll find what items can be made through synthesis, as well as what recipe items are required.
Reference	This is a list of every item you've found throughout the game, including weapons, accessories, and spells.

Mastery List

Titles

Synthesis

Reference

Chronology

Selecting **Chronology** will display a timeline of major events throughout the game. Use the Directional buttons or Analog stick to view details about the events. More points will be added as the game progresses.

When you clear with Simba Army

When you clear with Neverland Army

The **Chronology** will change depending on your choices. The changes are based mainly on who you use to clear Historical Moments, but it can also change based on events in-between.

★See pg.13 for more on changing armies.

Settings

Here you can modify various game options. Move the Directional buttons up and down to select an option, then use left and right to change them. Confirm your changes with the ✕ button.

★Settings can be changed during battle. Use the same method as above.

Battle Log

Here you can save and load data, as well as view the Image Gallery and Character Profiles.

★Profiles are added as the game progresses; depending on your choices, some profiles may not appear.
★Images will be added as you meet certain conditions throughout the game (and after you beat it).

Save Screen

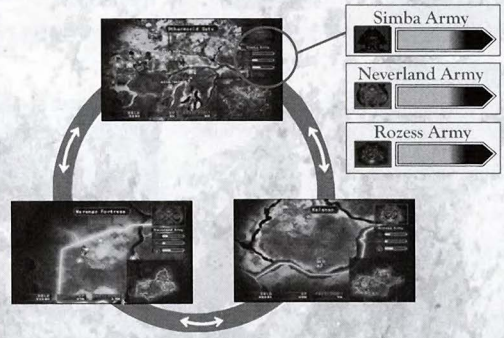
Profiles

Gallery

Crossing Paths

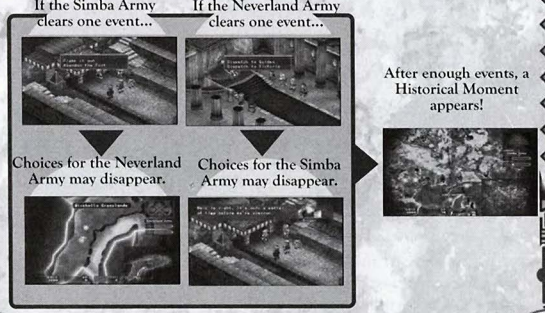
As the game progresses, you'll command the 3 major powers: the **Simba Army**, the **Neverland Army**, and the **Rozess Army**. The story will change depending on which armies you use to clear events, and in what order you clear them. Your choices will have a profound effect on the world of Neverland.

★The bars next to the army banners indicate how much each army has influenced history.



After clearing a certain number of battles with an army, a **Historical Moment** will appear. Only one army can initiate this Historical Moment, and world history will change based on the choice you make.

For Example...


If the Simba Army clears one event...
If the Neverland Army clears one event...
Choices for the Neverland Army may disappear.
Choices for the Simba Army may disappear.
After enough events, a Historical Moment appears!

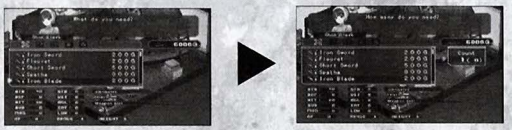
Town Facilities

Towns generally have 3 facilities;
the **Item Shop**, the **Workshop**, and the **Guild**.

Item Shop

This is where you buy and sell items. Note that you can only carry a certain number of each item, and a certain number of total items.

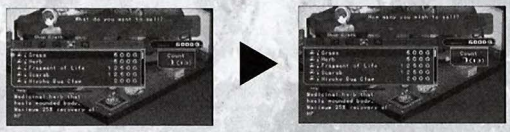
Buy Items



★Items registered at the Workshop will appear at the Item Shop.

Change the type of item displayed (armor, weapon, etc.) with the L/R buttons, select an item and amount with the Up/Down and left/right Directional button, then press the ✕ button to confirm your purchase.

Sell Items



Change the type of item displayed (armor, weapon, etc.) with the L/R buttons, select an item and amount with the Up/Down and left/right Directional button, then press the ✕ button to confirm your sale.

Workshop

The following options are available at the Workshop:

Synthesize	Combine 2 or more items to create a new item.
Augment	Strengthen gear and Auto Skills.
Develop Items	Develop items into stronger forms.
Invent Skills	Invent new and powerful skills.
Register	Register items you've developed at the Item Shop.

Synthesize

You can synthesize using 2 to 4 items. Choose items with the ✕ button and begin synthesis with the START button. You can use specific combinations to create a desired item, or throw together whatever you like to create a random item.

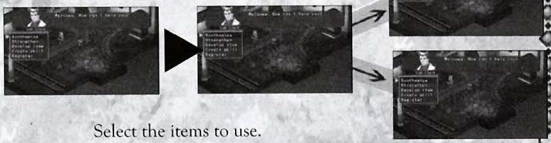
★Items selected to combine will disappear from the list.
★Equipped items can't be used in the synthesis.
★Required items for synthesis recipes can be checked from Synthesis on the Main Menu.

Cost of synthesis item

Total cost of synthesis

How it Works

Follow the recipe, and you'll find powerful new items!



Select the items to use.

Try your own ideas, and who knows what you'll create!

Synthesis allows you to create many powerful items. Use it well to gain an edge over tough enemies. Often, these items will offer an advantage to normal shop items, such as higher stats or extra resistances.

Augment

This allows you to strengthen equipment and Auto Skills. Each item begins at Rank 1 and can be augmented to Rank 5. Augmenting can increase any stat, and enhances Auto Skill effects. But remember, you need a certain amount of EP to augment.

ATK	Offensive power
DEF	Defensive power
EP	These are earned by defeating enemies.
White	Auto Skills that are unset
Green	Auto Skills set on equipped items

★Remember that Auto Skills can also be augmented.

Choose what to augment from the list

After confirming your choice, the EP will be consumed.

More power!!

Develop Items

Most Rank 5 weapons, and some armor, can be developed into higher-level gear or entirely new items. This costs no EP, but you have to sacrifice the current item. Some items will give you the choice between 2 possible new items.

Available items will appear on the list.

In some cases, you can choose what the current item will become.

Press the ✕ Button to create the new item.

Invent Skills

If you have the proper items, you can invent your own skills. You won't know what skill is invented until the procedure is over, and the items you use to invent will be lost.

Choose whatever skill you'd like to initiate the inventing process.

Remember to assign the skill to a slot after inventing it

★Some of the most useful skills in the game must be invented. Try to invent a skill as soon as you have the required items available.
★You can only invent one skill at a time.
★Press the □ button to view a list of required materials.

Searching at the Guild

By searching the nearby regions on the Area Map, you can find valuable items and hidden Battle Maps. You can send 1-3 characters on these hunts. When you've picked your search area, press the Start Button to begin! Keep the following points in mind when searching:

- Any character with the Search skill will add to the search area.
- The base cost is 50G X the level of each character.
- This price may be lower depending on the Search skill of the characters.
- The higher the Search skill, the broader an area will be searched.
- A character cannot search immediately after returning from a search attempt.
- Discovered treasure will vary according to the total level of the involved characters.

Choose area

Choose characters

Choose search point

Dividing Points

You can divvy up the Party Points that you earn through battle. These allow you to boost the stats of characters when they level up.

Choose your characters

Boost your stats

Changing Class

You can change a character's class once he/she reaches a certain level. The character must win a battle on his/her own, after which his/her class can change. This allows a character to gain extra bonus points, as well as powerful Innate Skills. But each trial has a price, so be prepared.

★Most characters can change their class up to two times.

★If you lose, the class will not change and your gold will be lost.

Choose your character and begin the challenge!!

If you win, you've earned your Class Change!!

Heading into Battle

Formation

Before battle, you must choose which characters to use. The number of usable allies varies for each battle. Certain characters may either be required or unavailable to fight, depending on the story.

★On some maps, you will be forced to fight successive battles using the same team.

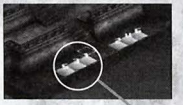
★You can change weapons and equipment from the Formation screen.

Select allies by using the Directional button, □ or L/R buttons.

✕ button: Enter an ally into the formation.

○ button: Remove an ally from the formation.

After selecting your members, press the START button to begin the battle.



View the battle map and starting positions by pressing the □ button. Use the Position Numbers to plan ally placement based on geography and character strengths.

Battle Conditions

After selecting your party, the Victory, Defeat, and Special Victory Conditions will appear. Meet the Victory or Special Victory Conditions to continue the story, or move to the next map in a Free Battle. Meeting the Defeat Condition will result in a Game Over, and you'll have to restart from your last save point.

VICTORY

Fulfill the Victory Condition

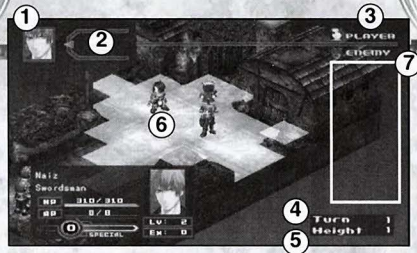
DEFEAT

Fulfill the Defeat Condition

★In Free Battles, you will not receive a Game Over. However, any incapacitated allies must use EP in proportion to their level in order to be healed.

Battle Map

This is where you'll spend much of your time.
A myriad of battlefields and enemies await you!



1	**Active Character**	The character being used at that moment.
2	**Next Character**	Next character in line to be used.
3	**Active Time Gauge**	The turn order of all characters. Controlled allies appear on top, while enemies and NPCs appear underneath. When the icon reaches the far left, it's that character's turn.
4	**The number of turns**	1 turn is added once every character has their turn.
5	**Height**	The height of the map.
6	**Exit Points**	These only appear on some maps as part of the Victory Condition. You can win these battles by reaching the Exit Point during the battle. ★Maps will sometimes have destructible objects that will reward you with various items when destroyed.
7	**Simple ATG Menu**	Press the △ button on the Battle Map to display the Simple ATG Menu. The icons on the left represent the character turn order, while the numbers on the right represent the AP recovery rate of each character.

Move the cursor over a character in Free Mode to see their move area and their stat box. Press the ✕ button for more details.

Simple Status Menu

Status

Battle System

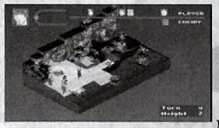
The Timeshift Battle System

The Timeshift Battle System allows you to quickly determine and decide your allies' turn order. Each character has a spot on the Active Time Gauge, found at the top of the screen. Every action in battle requires the use of Action Points (AP), and you can execute any action so long as you have enough AP (except for Move). If you have extra AP when you select Wait, that character's turn will come up again much sooner.

Commands

Move

Select **Move** to see the areas to which you can move. You will use **6 AP** and **1 Move Point** for each block you move. However, it requires **2 Move Points** to move to a higher elevation.

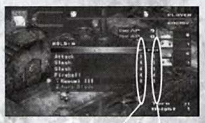


Moving to level ground or lower is a snap.

Moving to higher ground is tougher.

Skill

Select this to see a list of available skills, then select a skill to see its effective range. Select your target, then press the ✕ button to confirm.



AP Use Range

★All Innate Skills have set Ranks. See pg.27 for more.

AP Use: Amount of AP needed to use the skill.

Range: Max range of the skill. This can change based on the equipped weapon.

Capture

Capture is a special skill that allows you to catch enemy monsters. If you use the skill when your target's HP is at less than 5%, you have a chance to capture it. Captured monsters will be converted into skills that can be used after battle. Many valuable monsters are known to appear near Otherworld Gates, as well as some Event Maps.

Hold

The **Hold** skill allows a single character to execute multiple attacks at once. Each skill strikes a certain number of times, and the more hits you land, the higher your damage and earned EXP will be.

Hold It!

Press the R Button at the Skill screen to bring up the Target Select screen.

Select a target to display the Skill Select screen.

★Although you can select targets out of range, you won't be able to attack them

Select a skill, then press the Start Button to execute a Hold.

★When using Hold, you can only select each skill once

Hold on!

Second shot!

Finish him!

Charge

A Charge attack allows combination attacks between multiple characters. This along with the Hold command, explained later, will give you an enormous advantage in battle. Note that for every Charge attack in a combo, 10 points will be added to the Chain bonus.

Charging Up!

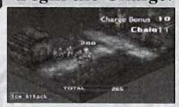
Select Charge from the Main Menu, then select your skill.

Once you select your target, you'll enter Charge mode.

Charge executed!

Once an ally attacks that target (even with items), the Charge skill will activate.

Begin the Charge!



Another attack!

The finisher!

Cancel Charge

Charge will be cancelled if the target moves, if the Charging ally is attacked or healed, or if the ally's turn comes up again. This would mean a wasted turn. So it's important to keep turn order in mind when using Charge.

Take damage

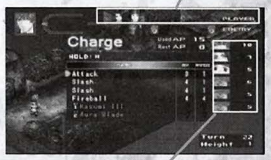
Take another turn

★See pg.28 for more info on Chain Skills.

ATG Bar

Check the turn order with the ATG Bar at the top of the screen. Highlight a character in Free Move and his icon will flash on the ATG Bar. Use this and the ally's AP recovery rate to plan out your Charge attacks.

ATG Bar



Simple ATG Menu

Innate Skills

These deadly skills are unique to each character. They require SP, as well as AP, to execute. The conditions you must meet to use them are rather strict, but they're far more powerful than regular attacks. They can be used in both Hold and Charge attacks.

★The number on the simple Status menu is your current SP Rank.
★Innate Skills in red require more SP before they can be used.
★The Rank of the skill determines the SP required to use it.

Your current SP Rank

Innate Skill Rank

Chain Skills

When combining certain attacks with Hold or Charge, new attacks called Chain Skills may be created. These arise from the union of specific skills used together.

★Chain Skills are composed of up to 6 separate skills.

Use Hold to set up the Chain Skill "Triple Slash"

Use Charge to set up the Chain Skill "Triple Slash"

Special Chain Skills

Special Chain Skills can be formed by using the Charge command to execute multiple Innate Skills. These skills are far more powerful than regular Chain Skills. These require immense patience and organization, but can be devastating against a powerful enemy.

★Special Chain Skills are composed of up to 6 separate Innate Skills.

Status

Use this to check a character's status, including his place in the Active Time Gauge.

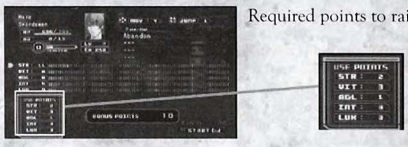
Wait

This will end the ally's turn. If you select this without using any AP, your turn will end with half AP.

Leveling Up

A character will gain a level for every 1,000 EXP he gains, at which point you can distribute bonus points for that character's stats. The number of points needed to increase a stat vary for each character; some will increase STR easily, while others will have better luck with INT. It's up to you whether to enhance a character's strengths or eliminate his weaknesses. Any unused points can be used at the next level, or they can be combined with Party Points.

★The maximum character level is 999.
★The number of bonus points you receive increases with each level.
★As stats increases, so do the points needed to raise those stats.
★Points will be automatically added to a certain stat every 5 levels. The affected stat is determined by the character class, so the more often you change class, the more bonuses you'll receive.



Required points to raise your stats

Victory Bonuses

You'll gain Gold, Party Points, and Bonus Items for clearing story battles.

Take fewer turns
Get more gold and Party Points

Take more turns
Get better items

★You'll also earn gold and bonus items at the end of Free Battles, but you receive no Party Points.

Battle Strategy

There are a number of tactics to keep in mind during battle. Attacks from behind, from the sides, or from higher ground are harder to dodge and inflict higher damage. Victory will be yours if you learn to face your enemy and attack from above.

Attacks from below and to the enemy's front are less successful.

But if you attack from behind...

Damage and accuracy skyrockets!

Abnormal Status & Defeated Allies

Certain attacks can inflict a number of status effects, which are listed below. Remember, allies that remain defeated (0 HP) for 3 turns will become incapacitated and you must return to the World Map to heal them. (This does not apply to mandatory battle characters.) Also remember that in Free Battles, it costs EP to heal your allies on the World Map, so try to heal characters before they're incapacitated whenever you can.

Icons	State	Effect
	Sleep	You'll be asleep and unable to move. Healed by items, magic, and time.
	Poison	Your HP will decrease every turn. Healed by items and magic.
	Paralyze	You'll be paralyzed and unable to move. Healed by items, magic, and time.
	Darkness	Your accuracy will plummet. Healed by items, magic, and time.
	Immobilize	You can't move for that turn. However, you can still execute other commands.
	Stun	You can't move or use attacks or items for that turn.
AP	AP Up	Your ATG recovery rate increases.
AP	AP Down	Your ATG recovery rate decreases.
	Defeated	Your HP has reached 0. If 3 turns pass this way, you'll be incapacitated and removed from battle.

Auto Skills

Set these skills in the slots of defensive gear and accessories. Their effects are automatic once the skills are set.

★Auto Skills must be removed from equipment in order to augment them.

Auto Skill Examples

Name	Effect
Sleep Resist	Resistance to sleep increases.
Poison Resist	Resistance to poison increases.
Paralyze Resist	Resistance to paralyze increases.
Death Resist	Resistance to death increases.
Darkness Resist	Resistance to darkness increases.
Beast Specialty	Damage to beasts increases.
Vor Specialty	Damage to flyers increases.
Dragon Specialty	Damage to dragons increases.
Critical	Your critical rate increases.
Mov+1	Move distance increases.
Jump+1	Jump distance increases.
Levitate	Move freely over all terrain.

Skills

You must set skills in order to use them in battle. Each skill has a type, and that type must match the intended slot. Using the skill in battle, the experience for that skill type will increase, and it will eventually level up.

Skill Examples

Name	Type
Fireball	Fire
Slash	Sword
Heal	Heal
Clear Status	Heal
Resurrect	Heal
Free Attack	Regular

Name	Type
Hit All	Regular
Dodge	Regular
Power Charge	Regular
Move Charge	Regular
Prayer	Support
Gospel	Support

Name	Type
Sleep	Special
Poison	Special
Paralyze	Special
Darkness	Special
Steal	Special
Capture	Monster

Inherent Abilities

Characters have inherent abilities that will unlock as you level them up. These skills can't be replaced, and the method of unlocking them will vary depending on the character; some come through leveling, some must be found by fulfilling certain conditions.

Inherent Abilities

Name	Condition✣	Effect
Concentration	In trouble	Accuracy and evasion increase.
Certain Death	SP Rank 3	Accuracy and critical rate increases.
Anger	SP Rank 3	Attack increases.
Defense	SP Rank 3	Defense increases.
Limit Break	SP Rank 3	Magic increases.
Mind's Eye	None	Attack against all species increases.
Absolute Resist	None	Resistance to all status effects increases.
Parry	Near death	Dodge physical attacks.
Perfect Barrier	Near death	Dodge magic attacks.
Effort	None	Increase EXP gained.
Luck	None	Increase EP gained.
Potential	None	Increase Bonus Points at level-up.
Health Up	None	Increase HP at level-up.
Deep Breath	SP Rank 3	Has a chance to void attacks up to Lvl 10.
Accelerate	In trouble	AP Recovery Rate increases.
Boldness	None	SP heals every turn.
Abandon	None	Avoid counter-attacks.
Genius	SP Rank 2	AP Use decreases for everything other than Move.
Thief	None	Stealing success increases.
Discovery	None	Item drop rate from enemies increases.
Enlightenment	In trouble	Accuracy and evasion increase.
Highlain	SP Rank 3	Accuracy and critical rate increases.
Good Shot	SP Rank 3	Your attack will hit every target.
Reserves	Near death	Attacks will have 100% accuracy. Attack and defense increase.
Float	None	Ignore height and reach otherwise impossible areas.

✣Condition definitions

SP Rank	Skills is available when SP Rank reaches this level.
In trouble	Remaining HP is less than 1/3.
Near death	Remaining HP is less than 1/8.

Icons representing each type

What are "Skills"?

Abilities used in battle to attack, heal, etc.

See pg. 9,10,12,18

What happens if I don't set the skills?

You won't be able to use those abilities in combat until they're set.

See pg. 12,21,22,24

What are "Innate Skills"?

Skills unique to specific characters, which are much more powerful than regular skills.

See pg. 27

What is "Charge"?

Successive attacks using 2 or more characters.

See pg. 26

What is "Hold"?

Multiple attacks executed by a single character in one turn.

See pg. 25

What are "Chain Skills"?

Special skills that execute when using specific skills during a Charge or Hold attack.

See pg. 28

What are "Special Chain Skills"?

Incredibly powerful attacks formed by using the Hold command to combine Innate Skills.

See pg. 28

Credits

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~Resurrection of the Ethereal Empires~

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This UMD™ includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD™, you must perform an update to start the software title contained on the UMD™.

Performing the update

When you insert the UMD™, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD™.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

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Allies team up against a single enemy: the more allies you use, the more damage you do!

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Each character has a certain set of skills to chain together and unleash massive attacks.

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